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Notes:
1. Untranslatable words are replaced with asterisks (****).
2. Texts in the figures are not translated and shown as it is.

Translated: 06:29:21 JST 07/18/2008
Dictionary: Last updated 02/15/2008 / Priority:

FULL CONTENTS

[Claim(s)]

[Claim 1] The words database which memorizes two or more words which correspond to two or more situations defined beforehand, respectively, The processing part which chooses and outputs the words corresponding to the time of the situation which supervised the advance situation of the game and was defined beforehand from said words database, While changing into an audio signal from said processing part in response to words data, are a voice generator in a game machine equipped with the voice response equipment which outputs a sound, and it corresponds to said words database further. It is a voice generator in the game machine characterized by choosing and outputting the words corresponding to a situation instead of said words database from said words database for substitution when it has the words database for substitution of different contents and said processing part is defined beforehand.

[Claim 2] Said processing part is a voice generator in the game machine according to claim 1 characterized by choosing words from said words database for substitution by selection of a player.

[Claim 3] Said processing part is a voice generator in the game machine according to claim 1 characterized by choosing words from said words database for substitution when said selected words data includes substitution directions of a database.

[Claim 4] The voice generator in the game machine according to claim 1 characterized by the language of said words database differing from the language of said words database for substitution.

[Claim 5] The voice generator in the game machine according to claim 1 characterized by the size of said words database and said words database for substitution being the same.

[Claim 6] The medium which recorded the program for operating a computer as Claim 1 or one of Claim 5 as the processing part and voice response equipment of a description.

[Claim 7] The words data selection step which chooses and outputs the words corresponding to the time of the situation which supervised the advance situation of the game and was defined beforehand from the words database which memorizes two or more words which correspond to two or more situations defined beforehand, respectively, The voice response step changed into an audio signal in response to said outputted words data, The voice generating method in a game machine equipped with the words data selection step for substitution which chooses and outputs the words corresponding to a situation instead of said words database from the words database for substitution of different contents from said words database when set beforehand.

[Claim 8] Said words data selection step for substitution is the voice generating method in the game machine according to claim 7 characterized by choosing words from said words database for substitution by selection of a player.

[Claim 9] Said words data selection step for substitution is the voice generating method in the game machine according to claim 7 characterized by choosing words from said words database for substitution when the words data of said selected words database includes substitution directions.

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to the medium by which the program for using as a computer the voice generator which broadcasts the situation of waging war, a method, and the processing concerned was recorded in a game machine, the video game which imitated ball games, such as baseball and soccer, in detail, etc.

[0002]

[Description of the Prior Art] The video game machine using computer graphics technology has come to be widely used with progress of computer technology. Especially, the popularity over the video game machine which imitated ball games, such as baseball and soccer, has a deep-rooted thing, and this kind of video game machines [many] are invented. In this kind of game, generating the sound which imitated the actual condition in a real game as a sound effect may be performed to the midst of a play. for example, [the patent No. 2552425 gazette (Tokuganhei5-313705)] The on-the-spot term data made to correspond to the advance situation and the contents of operation of the game beforehand is memorized, on-the-spot term data is specified according to the advance situation and the contents of operation of the game, and the game machine which broadcasts play by play by changing this into a sound at audio speed is indicated.

[0003]

[Problem to be solved by the invention] Since the Prior art was a method which outputs the sound corresponding to conditions with the advance situation of a game, and the contents of operation, conditions and the sound outputted had the relation of 1 to 1. Therefore, since the words same under the same conditions each time were outputted, mannerism-ization is not avoided but may have bored the player. Furthermore, in the game which is giving situation explanation in a game by the actual condition with a sound, mannerism-ization was not avoided [that an on-the-spot person is still the same and] too.

[0004] This invention was made in order to solve such a problem, and it gives change to the audio contents of generating. Mannerism-ization of a game is prevented and it aims at offering the medium by which the program for using as a computer the voice generator in the game machine in which a player is not bored, a method, and the processing concerned was recorded.

[0005]

[Means for solving problem] Two or more words databases which this invention is prepared corresponding to two or more conditions defined beforehand, respectively, and store two or more words data, respectively, While choosing the thing corresponding to [of said two or more words databases] the time of the conditions which supervised the advance situation of the game and were defined beforehand The processing part which chooses in the procedure in which either of two or more words data contained in the selected words database was able to be defined beforehand, and outputs selected words data, While changing into an audio signal from said processing part in response to words data, are a voice generator in a game machine equipped with the voice response equipment which outputs a

sound, and it corresponds to said two or more words databases further. It has the words database for substitution of different contents, and when set beforehand, said processing part processes, after replacing said words database in said words database for substitution.
[0006] A words database is read from CD-ROM if needed, and is developed on a main memory, for example. The words database for substitution is read similarly. Or you may be memories, such as ROM and a hard disk.
[0007] In this invention, said processing part replaces by selection of a player.
[0008] This invention replaces, when said processing part includes directions of replacement of said selected words data.
[0009] This invention differs in the language of said words database, and the language of said words database for substitution.
[0010] This invention has the the same size of said words database and said words database for substitution.
[0011] This invention is the medium which recorded the program for operating a computer as the above-mentioned processing part and voice response equipment.
[0012] A floppy disk, a hard disk, magnetic tape, a magneto-optical disc, CD-ROM, DVD, a ROM cartridge, a RAM memory cartridge with battery backup, a flash memory cartridge, a fixity RAM cartridge, etc. are included in a medium, for example.
[0013] Moreover, communication media, such as wireless-communications media, such as cable-communications media, such as a telephone line, and a microwave circuit, are included. The Internet is also contained in communication media here.
[0014] Information (mainly digital data, a program) is recorded by a certain physical means, and the medium can make a predetermined function perform to processing units, such as a computer and an exclusive processor. What is necessary is to download a program to a computer as it is also at a certain means, and just to perform a predetermined function in short.
[0015] The database selection step which chooses the thing corresponding to the conditions concerned of two or more words databases which this invention supervises the advance situation of a game, performs a condition judging, and store two or more words data, respectively, The database substitution step replaced in the words database for substitution of different contents in which said selected words database was formed corresponding to said two or more words databases when set beforehand, It has the words data selection step which chooses either of two or more words data contained in a words database in the procedure which was able to be defined beforehand, the output step which outputs selected words data, and the voice response step changed into an audio signal in response to said outputted words data.
[0016] In this invention, said database substitution step replaces by selection of a player.
[0017] This invention replaces, when said database substitution step includes directions of replacement of the words data of said selected words database.
[0018]
[Mode for carrying out the invention]
The form 1 of implementation of invention.
[Composition of equipment] Drawing 1 is the outline view of the video game machine using the Image Processing Division equipment concerning the 1st work example of this invention. As for the main part 1 of a video game machine, in this figure, the **** type is formed in the substrate for game processing etc. in nothing and its inside. Moreover, two connectors 2a are formed in the front of the main part 1 of a

video game machine, and PAD2b for game operation is connected to these connectors 2a through Cable 2c. When two persons' play person enjoys a baseball game etc., two PAD(s)2b is used.

[0019] Cartridge I/F 1a for ROM cartridge connection and CD-ROM drive 1b for CD-ROM reading are formed in the upper part of the main part 1 of a video game machine. Although not illustrated, the video output terminal and the audio output terminal are prepared in the back of the main part 1 of a video game machine. While this video output terminal is connected to the video input terminal of the TV receiving set 5 through Cable 4a, the audio output terminal is connected to the audio input terminal of the TV receiving set 5 through Cable 4b. In such a video game machine, when a user operates PAD2b, a game can be performed, looking at the screen projected on the TV receiving set 5.

[0020] Drawing 2 is a block diagram showing the outline of TV game machine concerning this example. This Image Processing Division equipment is constituted by the subsystem 13 grade which performs the sound block 12 which generates the CPU block 10 which controls the whole equipment, the video block 11 which performs display control of a game screen, a sound effect, etc., and read-out of CD-ROM.

[0021] The CPU block 10 is constituted by SCU(System Control Unit)100, main CPU101, RAM102, ROM103, cartridge I/F 1a, and sub CPU104 and CPU Bath 103 grade. Main CPU101 control the whole equipment. These main CPU101 can equip an inside with the same operation function as DSP (Digital Signal Processor), and can perform application software at high speed. RAM102 are used as a work area of main CPU101. The initial program for initialization processing etc. is written in ROM103. SCU100 perform smoothly the data input and output between main CPU101, VDP120, 130, DSP140, and CPU141 grade by controlling Bath 105, 106, and 107. Moreover, SCU100 can equip an inside with a DMA controller and can transmit the sprite data in a game to VRAM in the video block 11. It is possible for this to perform application software, such as a game, at high speed. Cartridge I/F 1a is for inputting the application software supplied with the form of a ROM cartridge.

[0022] Sub CPU104 are called SMPC (System Manager & Peripheral Control), and are equipped with the function to collect peripheral data through Connector 2a from PAD2b etc., according to the demand from main CPU101. Main CPU101 process moving the fielder in a game screen etc. based on the peripheral data received from sub CPU104. The arbitrary peripherals of PAD, a joystick, the keyboards, etc. are connectable with Connector 2a. Sub CPU104 have recognized automatically the kind of peripheral connected to Connector 2a (main part side edge child), and are equipped with the function to collect peripheral data etc. according to the communication method according to the kind of peripheral.

[0023] VDP(Video Display Processor)120 which draw the character to which the video block 11 changes from the polygon data of a video game, drawing of a scene painting side, It has VDP130 which perform composition of polygon image data and a background image, clipping processing, etc. VDP120 are connected to VRAM121 and frame buffers 122 and 123. The drawing data showing the character of a video game machine of a polygon is sent to VDP120 through main CPU101 to SCU100, and is written in VRAM121. The drawing data written in VRAM121 is drawn in 16 or 8 bits/pixel form by the frame buffer 122 or 123 for drawing, for example. The data of the drawn frame buffer 122 or 123 is sent to VDP130. The information which controls drawing is given to VDP120 through main CPU101 to SCU100. And VDP120 perform drawing processing according to these directions.

[0024] VDP130 are connected to VRAM131 and the image data outputted from VDP130 has composition outputted to an encoder 160 through a memory 132. By adding a synchronized signal etc. to this image data, an encoder 160 generates a picture signal and outputs it to the TV receiving set 5. Thereby, the screen of a baseball game is displayed on the TV receiving set 5.

[0025] The sound block 12 is constituted by DSP140 which synthesize voice according to a PCM method or FM method, and CPU141 which perform control of these DSP140 etc. After the voice data generated by DSP140 is changed into the signal of two channels by D/A converter 170, it is outputted to Speaker 5b.

[0026] Subsystems 13 are CD-ROM drive 1b, CD I/F180, CPU181, and MPEG. AUDIO182, MPEG It is constituted by the VIDEO183 grade. This subsystem 13 is equipped with the function to perform reading of the application software supplied with the form of CD-ROM, reproduction of an animation, etc. CD-ROM drive 1b reads data in CD-ROM. CPU181 process control of CD-ROM drive 1b, error correction of the read data, etc. The data read in CD-ROM is supplied to main CPU101 through CD I/F180, Bath 106, and SCU100, and is used as application software. Moreover, MPEG AUDIO182, MPEG VIDEO183 are a device which restores the data compressed by the MPEG standard (Motion Picture Expert Groug). These MPEG(s) AUDIO182, MPEG By restoring MPEG compressed data written in CD-ROM using VIDEO183, it becomes possible to reproduce an animation.

[0027] [On-the-spot processing which will be the requisite] The on-the-spot processing of explanation which will be the requisite first for convenience is explained.

[0028] Drawing 3 is the key map showing the fundamental procedure of the on-the-spot output in the form 1 of implementation of this invention. According to this figure, when predetermined conditions (conditions 1, conditions 2, ...) arise in a game, the words group (at the time of conditions 1: at the time of words a1, a2, ..., conditions 2 : words b1, b2, ...) corresponding to it is chosen. In the following explanation, the words group which is a set of the words of these plurality is called "a box (box)." Two or more words related mutually gather, and a words group is constituted. Either of two or more words in ** "box" is chosen at random, and these words are sent to the sound block 12 as an on-the-spot output, and are outputted from Speakers 5a and 5b.

[0029] The case of a soccer game is taken for an example, and it explains in detail hereafter, giving an example.

[0030] As conditions, "a player saves a ball", "a path being turned within the members of **", "a dribble within the members of **", "the long pass to a lengthwise direction", "a motion of a keeper", "a motion of a forward", "a motion of a midfielder", "a motion of a reverse side", "the state of a formation", etc. are mentioned. Thus, it is possible to use as conditions what classified the motion of a player.

[0031] Conditions are alike, respectively and at least one a "box" corresponds. Each box contains two or more words related mutually. For example, there is the following as words when carrying out "a player saves a ball."

[0032] "(player name) how does it develop "?
"It carries carefully." (player name)
"What kind of feeding is carried out to a front?"
"(player name) the ball is saved firmly."
In addition, the player name to which the (player name) saves the ball then on a game enters automatically. This processing is mentioned later.

[0033] Thus, the words group in a "box" is a set of the encouragement to anticipation of a motion of a player in case broadcasting at the time of the condition are two or more words expected, for example, the condition, the present situation, a spectator's reaction, and a player etc. Therefore, even if the arbitrary words in a "box" are chosen, sense of incongruity is not produced at all.

[0034] It is drawing 4 which showed the details of the structure of the "box" of drawing 3 . The "box" is making the hierarchy structure and low-ranking "box" is further referred to from the "box" chosen by condition selection. While the various actual condition is easily realizable by adopting such a hierarchy structure, programming becomes easy and also becomes saving of a memory.

[0035] For example, the "box" (airg.box) of drawing 4 is chosen at "the time of - goal RIPUREI which opted for the usual shot." Two or more words [box / this] "ai017, b5, jcirg" ... "fairghd" is contained. Either of these words is chosen at random.

[0036] The meaning of these words is explained taking the case of words "ai018, b3, pzz, b5, jcirg." These words are expressed by text data. "ai018" is the "words number" of concrete words, for example, consists of five characters of the identification code of the alphabet of two characters, and a triple figures number. The words data which corresponds with this command is read from a memory, and the words of the actual condition are reproduced. "b3" and "b5" are the commands for vacating "an interval (blank)" between words. The number supports the length of an interval.

[0037] "pzz" is the "wild card" for [, such as a player name and a team name,] changing words according to a situation. "[(player name)] for example, -- the ball is saved firmly " -- ** -- when broadcasting, then, CPU judges the player who is doing the ball keeping and the player name corresponding to it is used. Like the thing, the lapsed time, and the player jersey number from which that a "wild card" is applied changes with the stages of progress of a game like a "team name" and a "player name", although change is not carried out according to the stages of progress of a game, it changes for every what changes continuously, and game. Thus, a program becomes easy while flexible processing is attained by making into a "wild card" the parameter which cannot be beforehand specified in a program as a constant and a fixed form.

[0038] "jcirg" is a jump command for flying processing in the "box" which is different after reproducing words. In this example, processing moves to a box "cirg." A commentator's words in this box "ci003" ... Either of "ci153" is chosen at random.

[0039] Although there are other words "q", this is a KUITTO command which does not process. Selection of this command will not reproduce words. These words "q" are for adjusting the frequency of the words of the actual condition. If walk-on "q", it will rest and the words of the actual condition will flow that there is nothing, and it is loud and may become also making fun lose on the contrary. Then, words "q" are inserted suitably. Moreover, the grade (probability of occurrence) of the actual condition can also be adjusted by adjusting the ratio of words "q" and other words.

[0040] Moreover, there are other words "f ..." This is a command for adding the contents of other the "boxes" to the candidate of the words to reproduce. For example, words "fairgrf" mean what it opted for by the right leg at the time of - goal RIPUREI which opted for the usual shot. Then, processing moves to the box "airfgf.box" corresponding to this, words "ai020, b5, c1007" are performed, and the actual condition "after he is good at the shot of a right leg" is performed.

[0041] Next, processing of the form 1 of implementation of this invention is explained using the flow chart of drawing 5 and drawing 6 .

[0042] S1: Perform circumstantial judgment and acquire the information about which player saves the ball, the player doing what, etc. in the present the conditions in processing, for example, soccer game.

[0043] S2: Choose the box corresponding to the acquired conditions. Since this correspondence relation is beforehand set to the table etc., CPU can know a corresponding box easily by searching this table based on the acquired conditions.

[0044] S3: arbitrary from the words group in the box of which correspondence is done -- one is chosen at random.

[0045] S4: Decode a words command and read corresponding words data. The details of this processing are mentioned later.

[0046] S5: Reproduce the sound of selected words. After selected words data is sent to the sound block 12 and changed into an analog signal by D/A converter 170, it is reproduced from Speakers 5a and 5b.

[0047] S6: Investigate whether the game is completed or not, when having ended, end processing, and when that is not right, continue return processing to S1.

[0048] Next, the details of the above-mentioned step S4 are explained based on drawing 6 .

[0049] S11: Read one words command chosen at random. There are some which are shown in drawing 4 as a words command.

[0050] S12: Judge whether the read command is the "q" command. When it is the "q" command, since words are not reproduced, words reproduction processing is stopped, and it returns to the first processing.

[0051] S13: Judge whether the read command is the "b" command. When it is the "b" command, it progresses to S14 and the interval specified between words is prepared. For example, the interval of three units is vacated at the time of "b3", and the interval of five units is vacated at the time of "b5."

[0052] S15: Judge whether the read command is a "wild card." When it is a "wild card", it progresses to S16 and the box according to the kind of "wild card" is read. For example, in the box of a "team name", if a "wild card" is a team name, if it is a player name, the box of a "player name" will be read. Next, it progresses to S17 and words are chosen based on a situation. For example, the team name of the direction which won XXX if words were "good [XXX / a tune]" is applied, and if words are "going up from YYY and a front lookup by dribble", the player name which is dribbling to YYY will be applied.

[0053] S18: Judge whether the read command is the "j" command. When it is the "j" command, it jumps in the box specified by progressing to S19. And arbitrary things are chosen at random among the words groups in the box by S20.

[0054] S21: Judge whether the read command is the "f" command. When it is the "f" command, the box specified by progressing to S22 is added, and the words in a box are chosen by S23. For example, when it usually opts for a shot by a left leg, it jumps in the box for "left legs", and words "after he is good at the shot of a left leg" are reproduced.

[0055] Since it turns out that it is the filename for reproducing words which remains, the words command read by having gone through S12 more than S24:, S13, S15, S18, and S21 reads the words data corresponding to this words command, progresses to Step S5 of drawing 5 , and reproduces words.

[0056] as mentioned above, the words data which is related according to the form 1 of implementation of this invention -- "-- since it collected into every box" and was considered as the words group, easy processing in which the box which corresponds by condition setup is chosen can express various words. Moreover, processing load does not become not much large, either.

[0057] Moreover, since the words group in a box is chosen at random, words which are different even when the state of a game is the same are chosen, mannerism-ization can be prevented, and weariness does not come for a player.

[0058] Moreover, into a words group, since "the command (q) which does not reproduce words" was included, words occur continuously and it is not thought that it is troublesome. Moreover, the probability of occurrence of words can be easily adjusted by adjusting the rate of the q command.

[0059] Moreover, since the "wild card" was prepared in some words data, like a "team name" and a "player name" Like the thing, the lapsed time, and the player jersey number which change with the stages of progress of a game Although change is not carried out according to the stages of progress of a game, a program becomes easy while flexible processing is attained, even when there are what changes continuously, and a parameter which changes for every game and cannot be beforehand specified in a program as a constant and a fixed form.

[0060] Moreover, the "box" is making the hierarchy structure, and programming becomes easy and it also becomes saving of a memory while it can realize the various actual condition easily by constituting from a "box" chosen by condition selection so that low-ranking "box" may be referred to further.

[0061] [On-the-spot processing of the form of implementation of invention] The equipment of the form 1 of implementation of this invention transposes the box itself to which Poole of two or more words corresponding to conditions is carried out at other on-the-spot persons' thing two or more preparations and if needed to every on-the-spot persons (announcer etc.). The sound of the actual condition can be changed by this operation, and an on-the-spot person's variety is made possible.

[0062] Moreover, the actual condition of two or more languages is realizable without reconstruction of the whole system structure only by prior change changing the contents of the box of words into the thing of foreign country language.

[0063] The on-the-spot system which outputs the sound chosen from the boxes in which it applied to the game which carries the function to give contents explanation in a game for this equipment on real time as mentioned above using relay broadcast, and the voice data group by which the condition classification is carried out was stored is constituted.

[0064] As shown in drawing 7 , it may happen into a game beforehand, and two or more sorts of words to the occurrence which should be broadcast are prepared (two kinds, three kinds, ...), and two or more of these sorts of words groups are dedicated to the box (BOX1a, 1b) which corresponds, respectively. The concrete composition of these boxes is the same as that of what was shown in drawing 4 . That is, the equipment of drawing 7 is characterized by having a database with compatibility which is as of the same kind as this database, and is different while it equips specific every conditions (conditions 1, conditions 2, ...) with a database called a words group. Words are extracted from the database (box) corresponding to the conditions in a game at random, and it is exchanged in a database (box) under further specific conditions. At this time, BOX1a and 1b become exchangeable [a database] very simply on the same data size, then a program.

[0065] The following can be considered as two or more databases (box) which should be prepared.

[0066] "An English play-by-play-broadcasting database" and "a Japanese play-by-play-broadcasting database"

(There are German, French, Spanish, Portuguese, etc. other than English)

"The database of Mr. A who does the calm actual condition", and "Mr. B's database which broadcasts by exaggerated expression"

"Male announcer's database", and "announcer's female database"

"Announcer's database" and "a commentator's database"

Moreover, the following can be considered as change timing of a database.

[0067] - Make it decided to be a player in the initial screen of a game which actual condition to be chosen.

[0068] - Make a player decided on in the break of a game, for example, halftime.

[0069] - Change automatically by the break of a game in the procedure for which it opted beforehand.

For example, after Mr. A broadcasts saying "Get Mr. B then detailed on the partner team the second half to explain", Mr. B succeeds the actual condition. Since it is determined at random what kind of words are chosen as mentioned above, when the above words are chosen, CPU detects this (possible by the analysis of a command), and changes it to Mr. B's database.

[0070] While according to the form 1 of implementation of this invention the box which is a set of the words corresponding to conditions is prepared, and it is random and being able to prepare two or more expressions under the situation where it was decided by extracting words Multiple selection of the on-the-spot person can be made, and conversion into foreign country language can also be further performed only by prior change.

[0071] In addition, in the above-mentioned explanation, although explained taking the case of the actual condition of a soccer game, it cannot be overemphasized that this invention is applicable to other uses. For example, expression like what is called a rapid-fire comic dialogue and expression like the interruption actual condition in the middle of a TV program are also attained by changing a database for every words. The deployment to which anticipation attaches neither of the cases since words are chosen at random is repeated each time, and does not bore a player. Therefore, the equipment and the method of being very rich in variety can be offered.

[0072]

[Effect of the Invention] As mentioned above, according to this invention, it corresponds to two or more words databases. Since it processes after replacing said words database in said words database for substitution when it has the words database for substitution of different contents and is set beforehand, two or more expressions can be prepared under the situation where it was decided. Furthermore, multiple selection of the on-the-spot person can be made.

[0073] Moreover, since the language of said words database differs from the language of said words database for substitution according to this invention, conversion into foreign country language can also be performed easily.

[0074] Moreover, since the size of said words database and said words database for substitution is the same according to this invention, program creation becomes easy.

[Brief Description of the Drawings]

[Drawing 1] It is the outline view of the video game machine concerning the form 1 of implementation of this invention.

[Drawing 2] It is the outline composition figure of the video game machine concerning the form 1 of implementation of this invention.

[Drawing 3] It is the key map showing the fundamental procedure of the on-the-spot output in the form 1 of implementation of this invention.

[Drawing 4] It is the key map showing the details of the structure of the "box" in the form 1 of implementation of this invention.

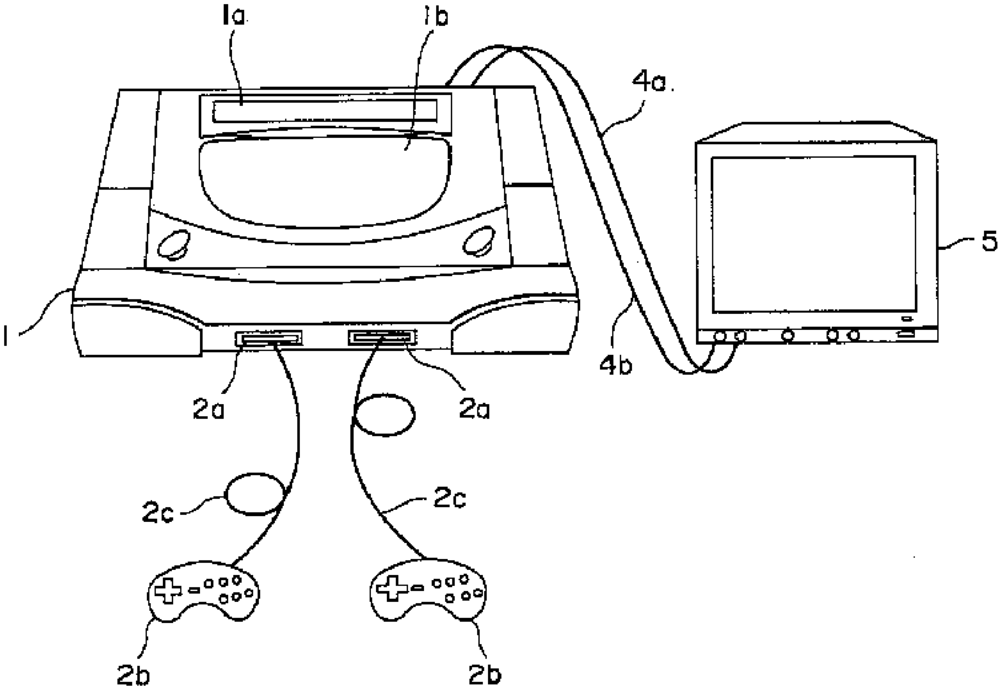
[Drawing 5] It is the flow chart of processing of the form 1 of implementation of this invention.

[Drawing 6] It is the flow chart of analysis processing of the words command of the form 1 of implementation of this invention.

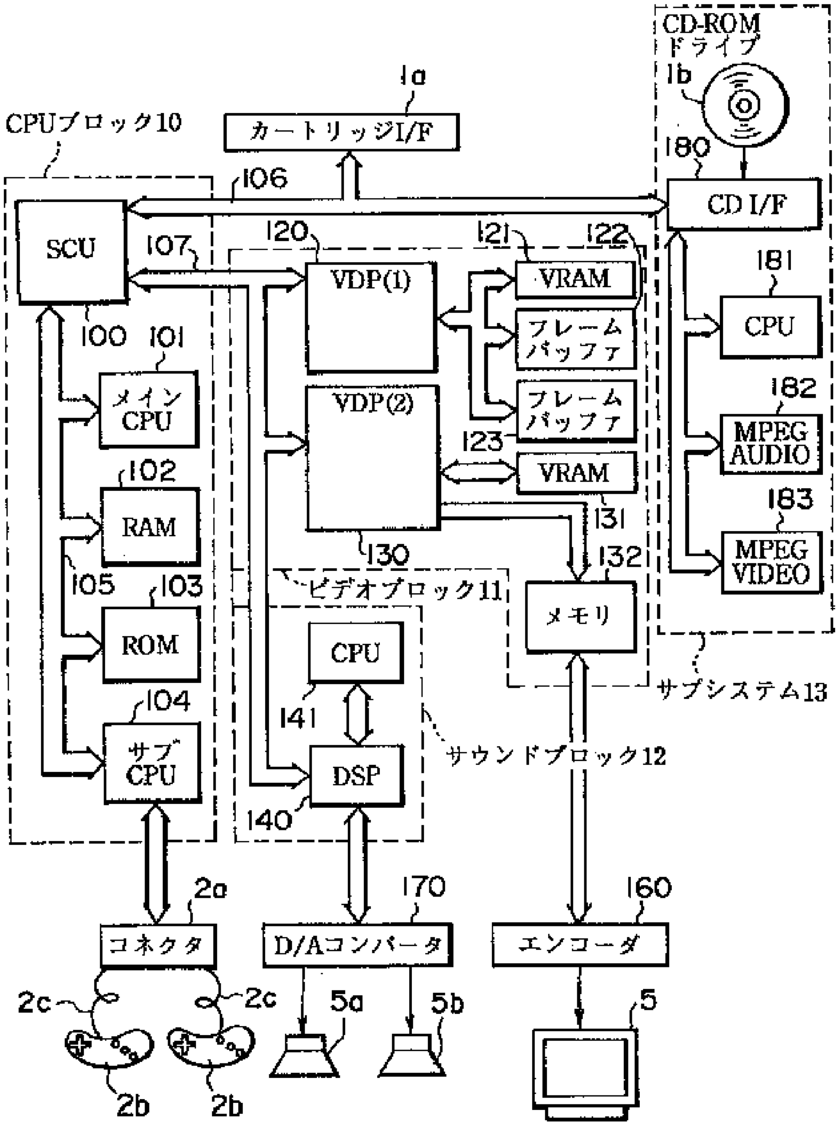
[Drawing 7] It is the key map showing the fundamental procedure of the switchable on-the-spot output in the form 1 of implementation of this invention.

[Explanations of letters or numerals]
1 Main Part of Video Game Machine
1a Cartridge I/F
1b CD-ROM drive
2a Connector
2b The pad for game operation
2c Cable
4a, 4b Cable
5 TV Receiving Set
10 CPU Block
11 Video Block
12 Sound Block
13 Subsystem
100 SCU(System Control Unit)
101 Main CPU
102 RAM
103 ROM
104 Sub [CPU]
105 CPU Bath
106, 107 Bath
120, 130 VDP
121 VRAM
122, 123 Frame buffer
131 VRAM
132 Memory
140 DSP
141 CPU
160 Encoder
180 CD I/F
181 CPU
182 MPEG AUDIO
183 MPEG VIDEO

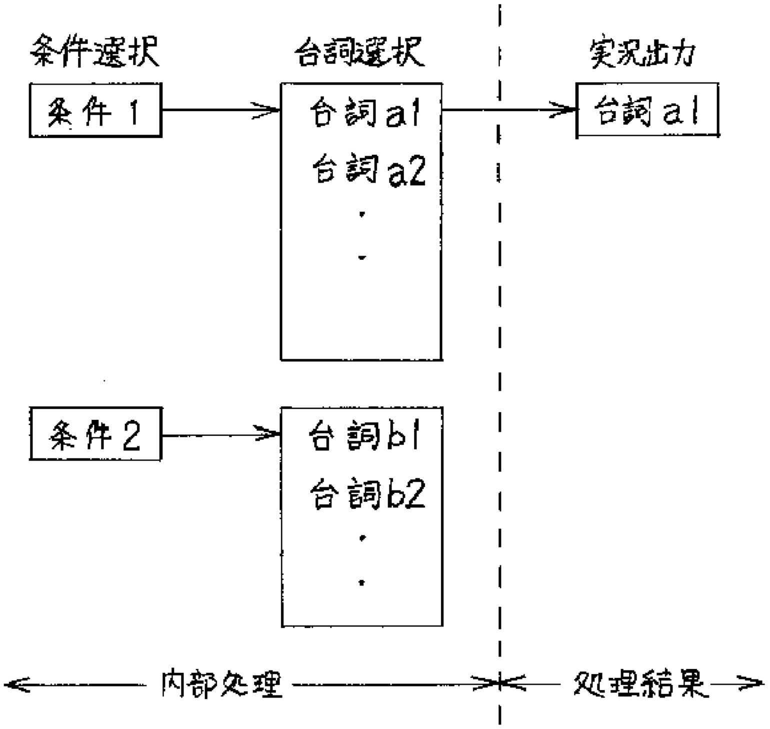
[Drawing 1]


1a
1b
4a
5
1
4b
2a
2a
2c
2c
2b
2b

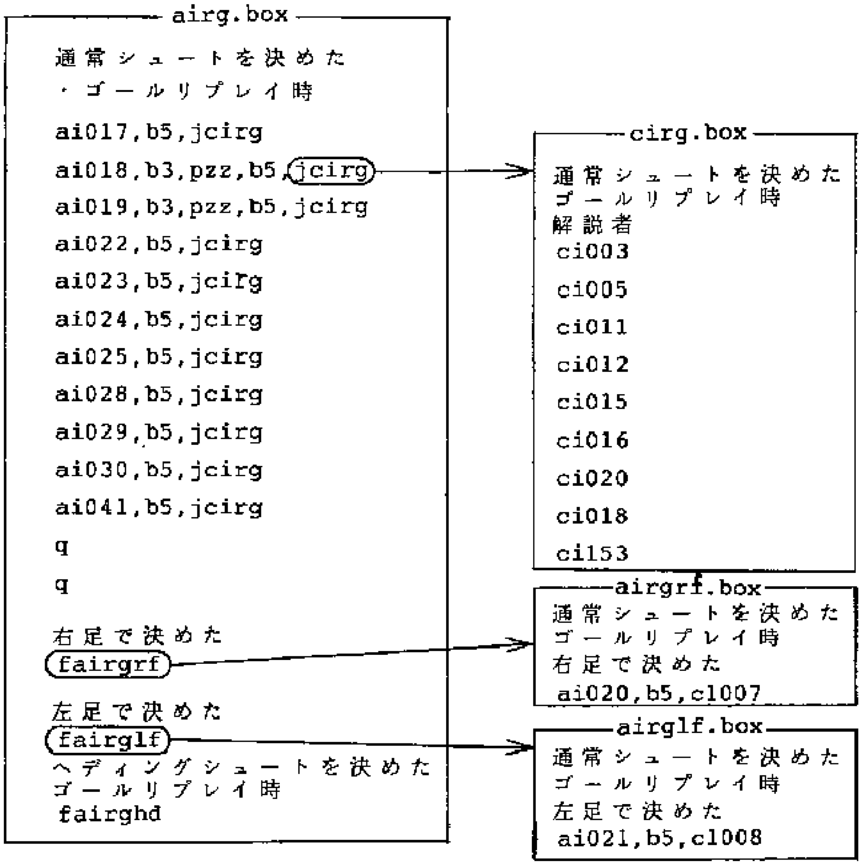
[Drawing 2]


CD-ROM
ドライブ
1b
1a
カートリッジI/F
CPUブロック10
180
CD I/F
106
SCU
107
120
121
122
VDP(1)
VRAM
181
CPU
フレーム
バッファ
100
101
メイン
CPU
182
VDP(2)
フレーム
バッファ
MPEG
AUDIO
123
102
RAM
VRAM
183
131
MPEG
VIDEO
130
132
105
103
ビデオブロック11
メモリ
ROM
サブシステム13
CPU
104
141
サブ
CPU
サウンドブロック12
DSP
140
2a
170
160
コネクタ
D/Aコンバータ
エンコーダ
2c
2c
5a
5b
5
2b
2b

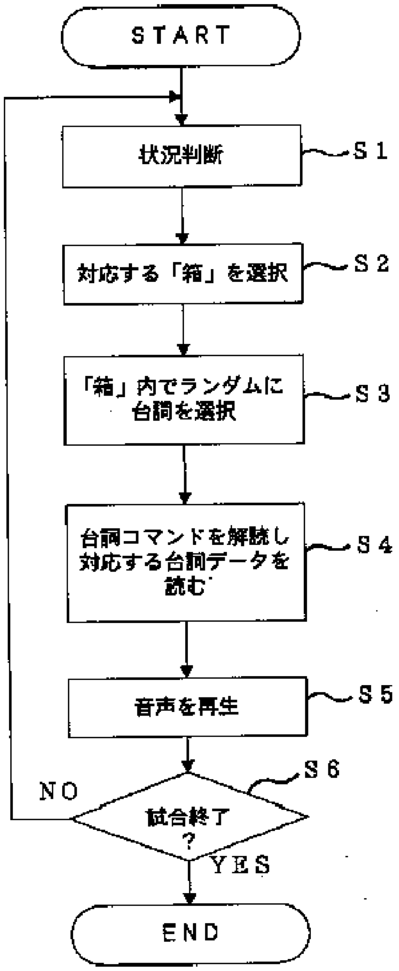
[Drawing 3]


条件選択
台詞選択
実況出力
条件1
台詞a1
台詞a2
台詞a1
条件2
台詞b1
台詞b2
内部処理
処理結果

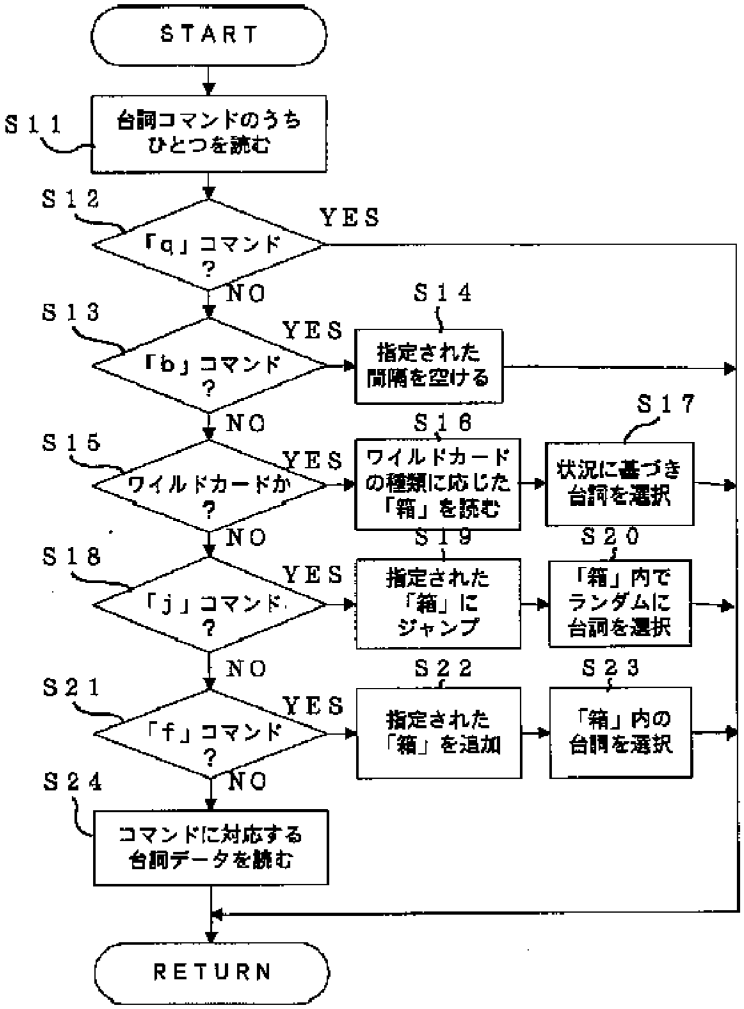
[Drawing 4]


airg.box
通常シュートを決めた
・ゴールリプレイ時
ai017,b5,jcirg
ai018,b3,pzz,b5,jcirg
ai019,b3,pzz,b5,jcirg
ai022,b5,jcirg
ai023,b5,jcirg
ai024,b5,jcirg
ai025,b5,jcirg
ai028,b5,jcirg
ai029,b5,jcirg
ai030,b5,jcirg
ai041,b5,jcirg
q
q
右足で決めた
fairgrf
左足で決めた
fairglf
ヘディングシュートを決めた
ゴールリプレイ時
fairghd
cirg.box
通常シュートを決めた
ゴールリプレイ時
解説者
ci003
ci005
ci011
ci012
ci015
ci016
ci020
ci018
ci153
airgrf.box
通常シュートを決めた
ゴールリプレイ時
右足で決めた
ai020,b5,cl007
airglf.box
通常シュートを決めた
ゴールリプレイ時
左足で決めた
ai021,b5,cl008

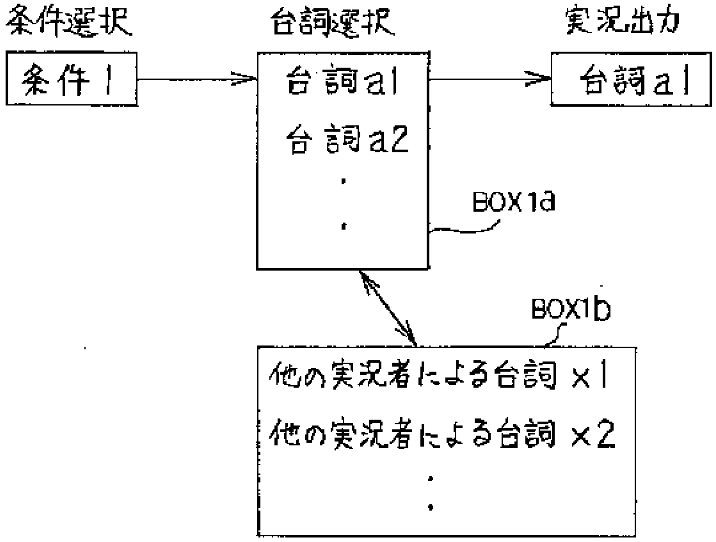
[Drawing 5]


START
状況判断
S 1
対応する「箱」を選択
S 2
「箱」内でランダムに台詞を選択
S 3
台詞コマンドを解読し対応する台詞データを読む
S 4
音声を再生
S 5
S 6
NO
試合終了？
YES
END

[Drawing 6]


START
S11
台詞コマンドのうち
ひとつを読む
S12
「q」コマンド
？
YES
NO
S13
「b」コマンド
？
YES
S14
指定された
間隔を空ける
NO
S15
ワイルドカードか
？
YES
S16
ワイルドカード
の種類に応じた
「箱」を読む
S17
状況に基づき
台詞を選択
NO
S18
「j」コマンド
？
YES
S19
指定された
「箱」に
ジャンプ
S20
「箱」内で
ランダムに
台詞を選択
NO
S21
「f」コマンド
？
YES
S22
指定された
「箱」を追加
S23
「箱」内の
台詞を選択
NO
S24
コマンドに対応する
台詞データを読む
RETURN

[Drawing 7]


条件選択
台詞選択
実況出力
条件1
台詞a1
台詞a2
台詞a1
BOX1a
BOX1b
他の実況者による台詞 x1
他の実況者による台詞 x2

[Translation done.]